

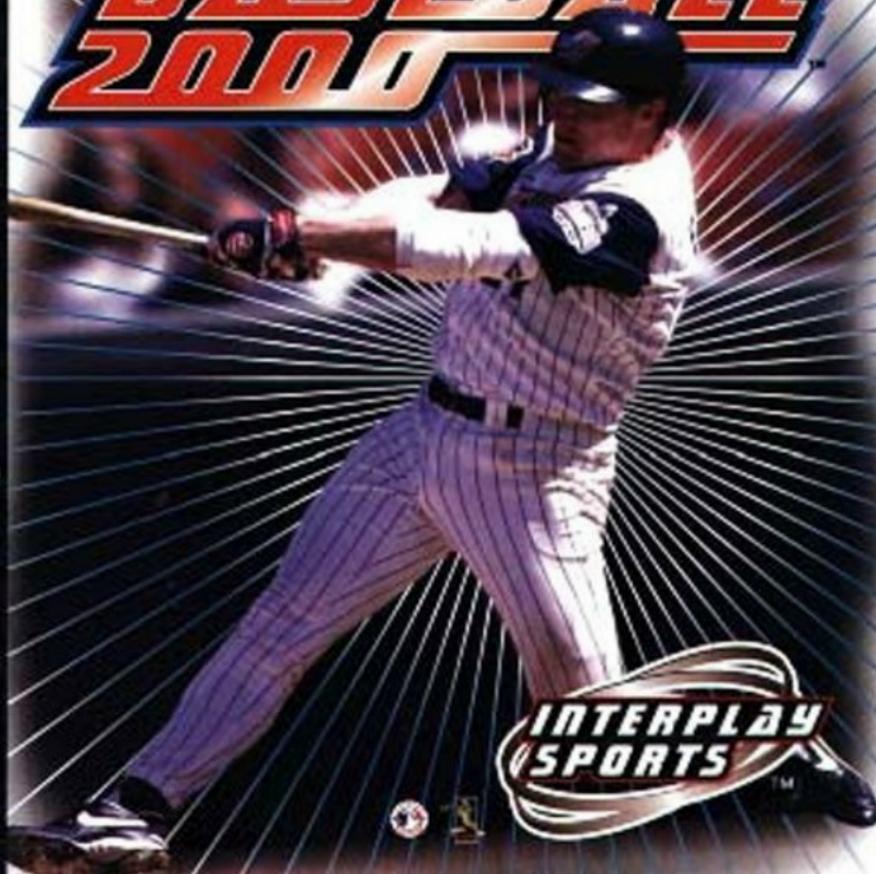
PlayStation



INTERPLAY

INTERPLAY SPORTS

BASEBALL 2000



CONTENT RATED BY

ESRB

SLP-X03

UL-POL-1027-3



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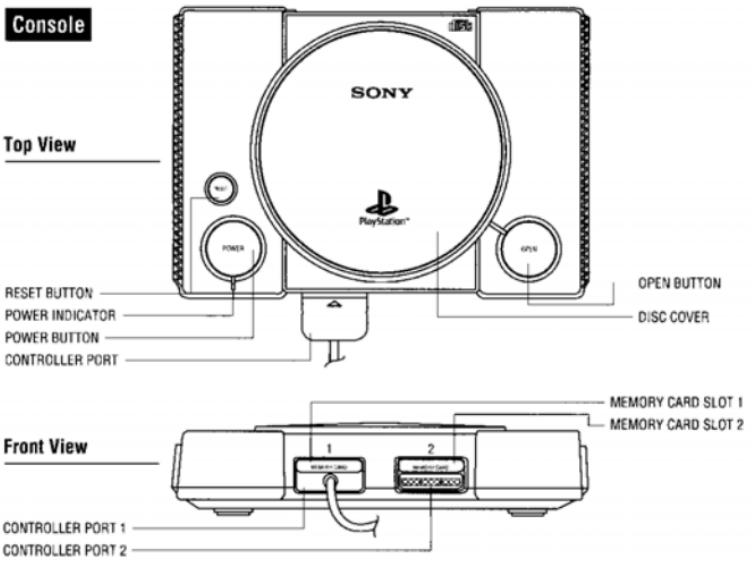
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GETTING STARTED

SET UP

Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert the Interplay Sports™ Baseball 2000™ disc and close the disc cover. Insert the game controllers and turn on the Play Station game console. Follow on-screen instructions to start a game.



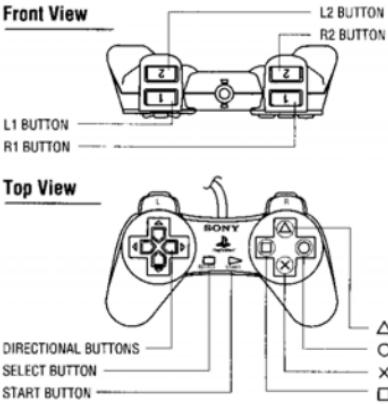
STARTING THE GAME

To play Interplay Sports Baseball 2000™ on your PlayStation®

1. Set up your PlayStation® in accordance with the instruction manual supplied with your system.
2. Follow your system directions to open the disc cover and place the CD into the console, ensuring the printed side faces upwards.
3. Close the Disc cover and press the POWER button to load and play the game.

Warning: It is advisable that you do not insert or remove peripherals or Memory cards once the power is turned on.

Controller



WELCOME TO INTERPLAY SPORTS BASEBALL 2000™

You watched the incredible home run chase. You watched the perfect game at Yankee Stadium. You watched the Yankees take the league by storm and not let up until they had the trophy in their hands. This was a magical and almost perfect baseball season for every fan. My point here is you...watched!

Interplay Sports™ is giving you a chance to take the bat to the plate and the ball to the mound. Do you have the guts to throw a 3 & 2 curveball in the bottom of the ninth in the World Series™? Do you have what it takes to get to the World Series?

All new Motion Capture Moves, all new Play by Play, all new Stadiums, all new ballgame. Step up to the plate, dig in and PLAY BALL!

Get ready to play the field:

- All the teams and 750 real players.
- State-of-the-art physics model creates true ball flight, bounce, and roll as well as realistic ball rotation for accurate pitch simulation.
- Updated stats, uniform styles, team logos, and new stadiums for 2000.
- All New Tournament Mode with a complete draft mode to create your own team of superstars.
- All New motion captured signature batting and pitching motions of 60 different athletes.
- All New Play-by-Play announcing, Hi-Res player models, deeper stat tracking during Season mode, two new play modes, and much more.

Game Control Summary

Note: At any time during gameplay, you can press and hold down the Select Key to bring up the in-game HELP menus.

MENU

Highlight menu item	D-Button ↑
Activate highlighted option/go to next screen	X
Return to previous screen (Cancel changes)	△
Open HELP screens to view menu/game controls	Select
Advance to the next screen (Accept changes)	START

GAMEPLAY

Pause game/Display Pause menu/Activate option	START
Cycle between options in the Pause/Time-out menu	D-Button ↑

PITCHING

Pitch Selection

First Button Press, for type of pitch and location	
<input type="checkbox"/> + D-Button to select type and location of a pitch	Specialty Pitch
O + D-Button to select type and location of a pitch	Fast Ball
X + D-Button to select type and location of a pitch	Curve Ball
△ + D-Button to select type and location of a pitch	Slider



Second Button Press, for speed of pitch and location

O + D-Button to select speed and location of a pitch Fast Speed Pitch
 X + D-Button to select speed and location of a pitch Medium Speed Pitch
 □ + D-Button to select speed and location of a pitch Slow Speed Pitch
 R1 + D-Button ↓ Pitch Out

Runners on the Bases

R1 + D-Button towards a specific base Pick off baserunner

Pitch Control

After the pitch has been thrown, you can still modify where you want the ball to go. The longer the D-Button is held during the flight of the ball, the greater degree of change in the ball's course. If the pitch hits the batter, he will take his base.

FIELDING CONTROLS

Move player towards the ball D-Button
 Jump for the ball △
 Dive for the ball □
 Switch to player nearest ball ○

Note: The D-Button you use is always based on the batters point of view, regardless of camera position. → on the D-button will throw to first. ↑ on the D-button will throw to second. ← on the D-button will throw to third. ↓ on the D-button will throw to home.



Fielding The Ball

Hold the ball No button
 Throw the ball to the cut off man (Shortstop/Second base) X
 Fake Throw R1
 Throw ball to specific base D-Button to select base + X

BATTING

Before the Pitch
 Warm up swing X/O
 Contact swing (protect the plate) X
 Power swing O
 Bunt △
 Aim swing for ball (Pro and All-Star modes only) D-Button + X/O





BASERUNNING

You will find that you have simultaneous control over the batter and all base runners using the D-button.

Before the pitch

Longer lead off for all runners	L1
Longer lead off for a specific runner	L1 + D-Button
Return all runners	R1
Return a specific runner	R1 + D-Button

Note: All runners will automatically take a short lead. If there is a pick off attempt from the short lead, runners will return to the base automatically. Pressing L1 will cause the runner to take a larger lead. If a pick off is attempted during the larger lead, you are responsible for getting the runner back by pressing R1. Pressing L1 a second time will cause the runner to steal.

Note: When advancing/returning runners, **↑** on the D-button will represent second base, **←** on the D-button will represent third base, and **↓** on the D-button will represent home. **→** on the D-pad will represent first base.

Also note that the L1/R1 controls affect all runners when the D-Button is not used with them, and are executed even while you are in the batters box controlling the hitter.



After the pitch

Advance all runners on a hit	L1
Advance specific runners on a hit	L1 + D-Button
Return all runners on a hit	R1
Return specific runners on a hit	R1 + D-Button
Stop runners on the base path	L2
Stop a specific runner on the base path	L2 + D-Button
Slide (at next base)	□
Slide specific runners	□ + D-Button

Note: You can send a runner by two bases or more by using the L1 and the D-Button.

For example, if you have a runner on first and a ball is hit into the gap, you can press L1 plus **↓** on the D-Button and the runner will attempt to go home.





SETTING UP THE GAME

GETTING STARTED

Interplay Sports Baseball 2000™ delivers all the action and realism of Major League Baseball™. Blast game winning homeruns and watch the fireworks as you trot on home. Make incredible plays in the field and rob players of extra base hits. There are five Play Modes to choose from. From this menu you will be able to customize the type of game you would like to play.

Note: This game contains directions for how to operate each screen you encounter on the interface by pressing the Select button.

PLAY MODES

EXHIBITION

Play an exhibition game between any two teams. See Exhibition Mode on page 14.

SEASON

This is where you can either start a new season or continue a season in progress. See Season Mode on page 18.



PLAYOFFS

This is where you can jump right into the playoff excitement without having to play a season. See Playoffs on page 23.

TOURNAMENT

Draft your own team of superstars with your friends and see who really is the best player. See Tournament on page 24.

HOME RUN DERBY™

See if you have what it takes to compete against the big boys. See Home Run Derby on page 24.

DIFFICULTY

ROOKIE

Get your feet wet with Interplay Sports Baseball 2000™. Hitting the ball requires timing only, where you don't have to worry about where you swing at the ball.

PRO

Hitting now gets a little tougher. You will have to control the location of your swing, as well as the timing of your hit.

ALL-STAR

The hitting mechanics is the same as Pro, but now the ball is coming at a much faster pace. Can you handle the heat?



OPTIONS

Note: The Options menu can be found on the Team Select Screen.

PRE-GAME

DIFFICULTY

Choose between Rookie, Pro, and All-Star.

ROSTERS

Choose between created rosters.

INNINGS

Choose how many innings you wish games to be, from 1-9.

DH

Choose ON to have the DH active in all stadiums, OFF to deactivate, or MLB Rules for actual major league rules.

ERRORS

Turn errors ON or OFF.

FIELDING ASSISTANCE

ON does the fielding for you, you just make the throws. OFF makes the player control all fielder movements. SOME allows for the fielders to start moving in the direction of a hit ball.

INJURIES

With this ON, you can lose players to injury, anywhere from day-to-day to going on the DL in Season Mode.

GAME TIME

Choose whether you want the game played at day, night, an overcast day or random weather.

WARM-UP PITCHER

With this ON, you must place a pitcher in the bullpen before he can go into the game. With this OFF, all of the pitchers will be ready to go at any time.

SHOCK VIBRATION

With this option ON, your Dual Shock™ controller will vibrate. With this option OFF, your Dual Shock controller will not vibrate.

STRIKE ZONE DISPLAY

With this ON, you will be able to see where the strike zone is for you batter. With this OFF, there will be no representation of what the strike zone is. With Auto selected, the strike zone will only appear after a pitch has been thrown for a brief moment.

SOUNDS

You can adjust PA, UMPIRE, CROWD, PLAY-BY-PLAY, MUSIC volume, and SFX by pressing left and right on the D-Button. You can also adjust between STEREO and MONO.

MEMORY CARD

LOAD

Load a previously saved file.

COPY

Copy a file from one memory card to another.

SAVE SETTINGS

Save current rules and option settings and created players.

LOAD SETTINGS

Load the rules and option settings.

DELETE

Delete a saved file.

CREDITS

See who tore their hair out putting this all together.

STARTING AN EXHIBITION GAME

- To begin an Exhibition game, select EXHIBITION from the Game Setup screen and press **X**. The team selection screen appears.

- Press **Left/Right** on the D-Button to cycle through the teams. Press the **O** to switch between the home and away teams.

- To change stadiums, select STADIUM SELECT and press **X**.

- Press START to go to the Controller Select screen.



CONTROLLER SCREEN

An icon for both controllers will appear on the screen. Use the **D-Button** to move the controllers to desired team.

Note: Leaving a controller icon in the middle of the screen will cause the computer to control the team, which is not selected. If both controllers are in the center of the screens, the computer will control both teams.

BULLPEN SCREEN

This is where you can see your current rotation, and who the starting

pitcher is. A baseball icon to the left of his name marks the starting pitcher. Use the **D-Button** to scroll through your bullpen. After selecting your team, press START to go to the next Screen. Hit **X** to select the pitcher.

The baseball icon will move next to the player, denoting that he is now the current starting pitcher. Press START when you're done with this screen.

LINEUP CARD

This screen will allow you to modify your line-up, and/or select a default line-up based on the handedness of the opposing pitcher. Use the **D-Button** to scroll through your line-up to view the player of your choice.

TO MAKE SUBSTITUTIONS

- Press **X** to perform a substitution with a player from the bench. A second window will appear that looks identical to the current active player.

D-Button **↑** to scroll through the players on your bench.

D-Button **↔** to scroll through the different statistical categories.

- Press **X** again to execute the substitution.

- Highlight a player and press **O** to perform a defensive change in your line-up.

- Highlight a player and press **□** to change your batting order.



- Use the D-button to cycle through the line-up, then press X to execute the change.
- Press Δ at any time to cancel any changes. Press START when your done with your changes to go to the next screen or start the game.

CUSTOM LINE-UPS

- On the bottom of the screen, you can choose what line-up type you want to use for that particular game.

INJURIES

During the course of a game, it is possible for a player to get injured. After a play, an injury screen will appear if a player is injured on the play. There are two possibilities at this point. The player can be injured bad enough where he is removed from the game. If this happens, you will automatically be brought to your lineup screen. Your injured player will be highlighted and you must choose a player to take his place. Once the desired substitute is highlighted, press X to replace the injured player. Press START again to accept and continue the game. It is also possible for a player to be injured, but not bad enough to leave the game. Although you may leave the player in the game, his performance will be hindered for the rest of the game.

If a pitchers stamina bar works its way down to nothing, you will be warned by a flashing red light that your pitcher is risking injury. From that point on, not only will your pitcher have weak pitches, but he is risking serious injury on each pitch thrown.

PAUSE MENU

Press START to pause the game. Options that appear dimmed will not be selectable. Press X to select a desired item or D-Button \leftrightarrow to toggle a specific option.

LINE-UP	Perform changes to your line-up and batting order.
BULLPEN	Warm-up a pitcher or make a pitching change.
INJURY REPORT	View players that are injured for both teams.
DEFENSIVE STRATEGIES	Adjust your infield and outfield defensive positioning.
BOX SCORE	View the current score and who's at-bat and pitching.
OPTIONS	Change game settings and sounds.
CONTROLLER SETUP	Switch control of teams, or allow another player to join in.
INSTANT REPLAY	Watch a great play again.
QUIT GAME	Select END GAME.

QUICK KEYS

You can instantly bring up vital information menus at any time during the game without having to go to the pause menu screen. To do this, hold down the **R2** button which will bring up the Quick Key menu. While still holding down the **R2** button, press the button corresponding to the information you wish. Pressing the **START + SELECT** buttons at the same time resets the game to the main menu.

Hold **R2 + X** PITCHER STATUS

This provides you a complete breakdown of the pitcher on the



mound. Here you can view what types of pitches you've thrown, how many you've thrown, and how much gas is left in your pitcher before you need to go to your bullpen.

Hold R2 + O DEFENSIVE STRATEGIES

This is where you can set your defensive alignment in the field, based on the game situation or who is at bat.

PLAYING INTERPLAY SPORTS BASEBALL 2000™

As soon as the camera positions itself behind home plate, you are ready to play. Whether you are hitting or fielding, you can always press START to call time out and bring up the start menu. Press START again to resume play.

NOTE: Season, Playoffs, and Tournament games cannot be played unless a memory card with 5 free blocks is inserted into memory card slot 1.

SEASON MODE

Season Setup

Set up your leagues rules and options on this menu.

Team Select

D-Button \leftrightarrow to cycle through the different leagues and divisions. D-Button \uparrow to scroll through the teams in each division. Press X to select or deselect any or all teams. Press START after you've selected your team(s).



Playing a Season

TODAY'S GAMES Displays all games scheduled for that day. All user games will be automatically highlighted in yellow. Press the X to select or deselect games on this screen. Press O to Simulate games. Press START to begin playing a selected game.

CALENDAR:

Displays the monthly schedule for all teams.

D-Button to cycle through the different games. L1/R1 to change team. L2/R2 to change month. X to go to game highlighted.

STATISTICS:

This gives you access to several statistics categories for the current season. Many of these statistics can be sorted by highlighting the desired column by using the D-Button then pressing X. To toggle between batter and pitcher stats, press \square . You can toggle between current season stats and the 1998 player stats by pressing O.

PLAYER STATS:

Sort through player stats for each team.

TEAM STATS:

Lists stats by team.

LEAGUE LEADERS:

Sort through all stat categories for each league or the entire Major Leagues.





- ALL-STAR VOTING: Shows the current All-Star voting per position.
- STANDINGS: This shows the current up-to-date standings in each division.
- ALL-TIME SINGLE SEASON RECORD: Displays 9 current Major League Baseball records that can be broken during a season.
- PLAYOFF PICTURE: (Only available during playoffs) Displays the playoff tree bracket, and the current series record.
- GENERAL MANAGER: Perform changes to your batting line-up and pitching rotation. Customize your roster for specific types of pitchers, create players, trade players, and dip into the free agent pool. Injury Report Shows updated injury reports for all teams.

Create Player

Create custom players and add them to the Free Agent Pool.

- To save a created player, press the START button.
- To add a created player, you must pick up a player from the Free Agent Pool via a trade.

Trade Screen

Trade players between any teams or pick up players from the Free Agent Pool.



- L1/R1 to cycle through the highlighted teams or the Free Agent Pool. D-button will toggle through players.
- Highlight the desired player that you want to trade and press X to lock in that player. Select the player you want to trade him for and press X to execute the trade. Press Start to accept all changes and exit from this screen. Press A to cancel any changes.

Injuries in Season Mode

If injuries are turned ON in Season, Playoffs, or Tournament mode, it is possible for a player to go on the Disabled List (DL) for an extended period of time. If a player goes on the DL, he will not be available to play until he comes off of the DL. You can check a players status by going to the INJURY REPORT.

If a player is injured during a game, there are two possible outcomes.

OUT OF GAME The player is pulled from the game, but you won't know until after the game if he will go on the DL or be listed as day-to-day. If he goes on the DL he will not be available to play until he comes off the DL.

DAY-TO-DAY If a player is listed as day-to-day, he can be played but his ability will be limited. Also, if you play an injured player, you are risking a chance of him going on the DL. He will heal much faster if you rest him a few days. The INJURY REPORT will let you know if he is fully recovered.



Loading a Season, Playoffs, or Tournament

If SEASON MODE is selected from the main screen and a saved season is detected on a memory card, you will be asked if you want to start a new season or continue an existing season. If you choose to continue a season, you will be shown the saved files on your memory card. Highlight the season you wish to load with the D-Button and press X.

INSTANT REPLAY

After a play, you can see it again by calling up Instant Replay. When a play is completed, press START to bring up the options menu. Press the HELP button to see the controls.

Fast Forward	O
Play/Pause	X
Frame Advance	▲
Restart Replay	□
Tilt Down	L1
Tilt Up	R1
Previous Target	L2
Next Target	R2
Rotate camera around Target	D-Button ↔
Zoom In/Out	D-Button ↑↓
Remove Menu Interface	Select Button
Exit	Start Button

CREATE PLAYER

Create custom players and add them to the Free Agent pool.

- To create a player, select CREATE PLAYER from the General Manager screen.
- To add a created player to a team, you must pick a player from the Free Agent pool via a trade.

PLAYOFF MODE

Pit yourself against the leagues best teams and see if you're good enough to win the World Series.

Playoff Setup

Set up your playoff rules and options on this menu.

Playoff Team Select

D-Button ↔ to cycle through the different leagues and divisions. D-Button ↑↓ to scroll through the teams in each division. Press X to select or deselect any or all teams. Press START after you've selected your team(s), this will take you to the Playoff Tree screen.

Playoff Tree Screen

This screen displays all the teams in the playoffs and what the current series record is between the teams.





TOURNAMENT MODE

TOURNAMENT SETUP

Set up your playoff rules and options on this menu.

TOURNAMENT TEAM SELECT

D-Button \leftrightarrow to cycle through the different leagues and divisions. D-Button $\uparrow\downarrow$ to scroll through the teams in each division. Press X to select or deselect any or all teams. Enter your 8-digit manager name. Press START after you've selected your team(s), and begin the "Draft".

DRAFT SCREEN

This is where your managerial skills will be tested. You will be able to sort players by the different statistical categories, as well as, by the different positions.

After the draft is complete, you will begin the Tournament.

HOME RUN DERBY™

Challenge the big boys of baseball in Home Run Derby™, and see if you can outslug them to the top of this three round classic. Once inside, you will see a list of ten players, 5 from each league. You can select from 1 to 10 of these players to control during the contest.

To select an existing player, highlight Player/Comp next to the players name. Press \square to toggle between computer and player controlled. To choose a player that is not on the list, highlight a player you wish to replace and press X. This will bring up team rosters. To select other teams, press left/right on the D-Button and then up/down to find the player you wish, then press X. This will place that player in the Home Run Derby™, then toggle whether you want him as a player or

computer controlled. If you wish to change stadiums, highlight Stadium Select and press X. Once you are satisfied with your selections, press START to begin the Derby.

Playing Home Run Derby™

The game begins with a tally of how many home runs the computer controlled players hit.

You must finish in the top 4 to continue on to Round 2. Press X and the first user controlled player will walk to the plate.

Rules of Home Run Derby™:

Rules: Every swing is either a home run or an out.

Format:

Round 1: Each player gets ten (10) outs; top four players advance to Round 2.

Round 2: Each player gets ten (10) outs; top two players advance to Championship.

Championship: Each Player gets five (5) outs; player with the most home runs in this round is the champion.

Tie-breakers:

If two or more players are tied for the final spot to advance to the next round, the tie breaker will be:

From Round 1 to Round 2: Distance of longest home run in Round 1.

From Round 2 to Championship: Tie breaker #1: Tally in Round 1.

Tie breaker #2: Distance of longest home run in Round 1 or 2.

To hit the pitch, use either X/O to swing.